THE HORUS HERESY®

WEEKENDER

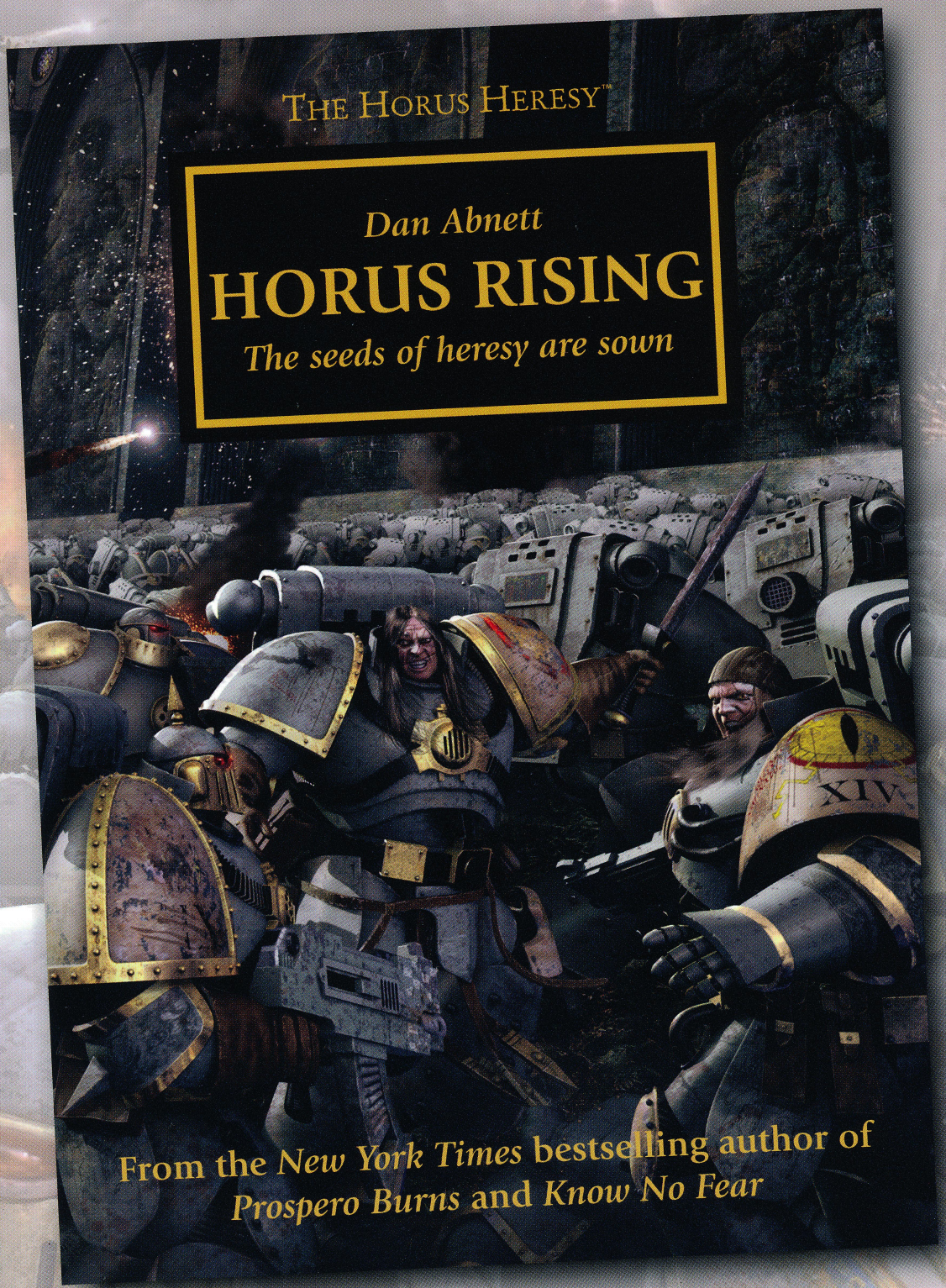
Forge World® & BLACK LIBRARY®

SATURDAY 6TH - SUNDAY 7TH FEBRUARY 2016

BLACK LIBRARY®

THE HORUS HERESY®

THIS IS WHERE IT ALL BEGAN - 10 YEARS AGO!



Under the benevolent leadership of the Immortal Emperor, the Imperium of Man has stretched out across the galaxy. On the eve of victory, the Emperor leaves the front lines, entrusting the Great Crusade to his favourite son, Horus. Promoted to Warmaster, can the idealistic Horus carry out the Emperor's grand plan, or will this promotion sow the seeds of heresy and rebellion amongst his brothers?

Welcome to the fourth Horus Heresy Weekender, held in the year in which we celebrate the tenth anniversary of the publication of the first Black Library Horus Heresy novel, *Horus Rising*.

This year's sell-out event brings back the popular formula of exclusive seminars, presentations and displays about the Horus Heresy to the unsuspecting venue of a modern hotel just outside Nottingham! As at previous events, over the weekend you'll get to explore the spectacle of Mankind's galaxy-spanning civil war through the latest models, stories and artwork that have been created by the talented teams from Forge World and Black Library. We'll also take an exclusive look at new products that will be released in the coming months and discuss our plans for developing the ongoing story of this titanic conflict.

Once again, the Weekender provides a unique opportunity for you to directly talk with the authors, artists and designers who have created this vision of warfare in the 31st Millennium. Last year we introduced a series of modelling and painting workshops. These proved to be very popular and you'll be glad to hear that they will be returning this year. Alongside these, due to the incredibly high quality of previous years' entries, the Horus Heresy Weekender's painting competition has now been recognised as an official Golden Demon painting competition.

It would, of course, not be a Horus Heresy Weekender without some great things to buy. Our Sales area is packed with many exciting products including several that are available for the first time, along with a new range of event exclusive merchandise.

So get ready for a full weekend exploring our continuing journey into the Horus Heresy.

Tony Cottrell
Forge World

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A map of the event can be found on the back cover of this programme.

The Horus Heresy Weekender 2016 Programme

GAMES WORKSHOP®

Forge World®

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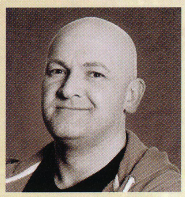
Forge World Studio

Guest List

Veritas vos liberabit

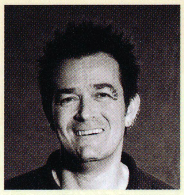
Since the last Weekender, we have seen some great additions to the Forge World Horus Heresy range, including *The Horus Heresy Book Six – Retribution*, the colossal Warlord Titan, as well as the Legion Primarchs Corvus Corax and Roboute Guilliman, meaning there is plenty for you to discuss with the Forge World team.

With Model Designers, Artists and Writers present in force and ready to answer your questions, this is the perfect opportunity to find out more about Forge World's exciting range of new releases. Whether you have a question about models, artwork or game rules, head over to the Forge World area and have a chat with our experts.



Mark Bedford
Model Designer

Alan Bligh
Writer



Simon Egan
Model Designer

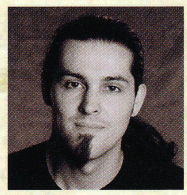
Israel Gonzalez
Model Designer

Will Hayes
Model Designer

Andy Hoare
Writer

Rob MacFarlane
Model Designer

Mharaid Morrison
Graphic Designer

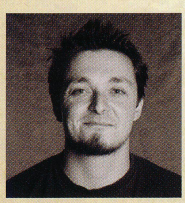


Dominik Oedinger
Graphic Illustrator

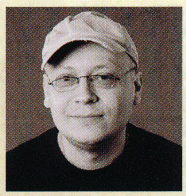
Daren Parrwood
Model Designer

Rachel Pierce
Graphic Illustrator

Keith Robertson
Model Designer

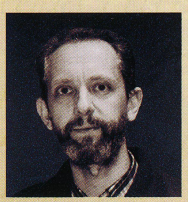


Blake Spence
Model Designer



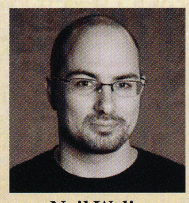
Phil Stutcinskas
Model Designer

Dimitrios Tampakoudis
Model Painter

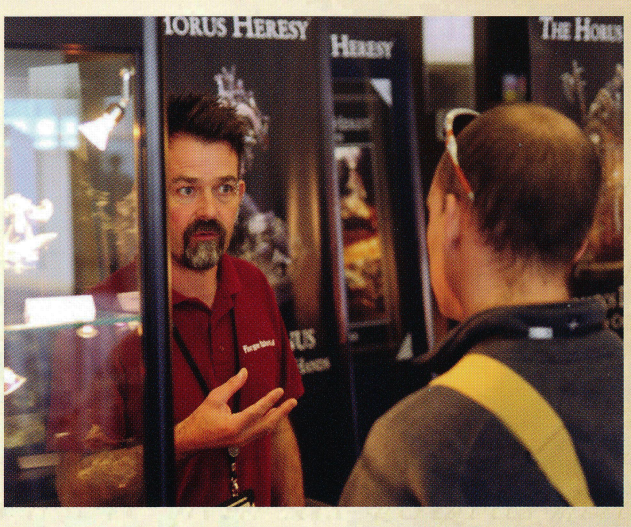


Pedro Wieglus
Model Painter

Stuart Williamson
Model Designer



Neil Wylie
Writer

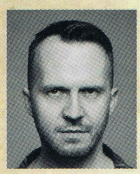


Black Library

Guest List

James Swallow is the *New York Times* bestselling author of the Horus Heresy novels *Fear to Tread* and *Nemesis*, as well as *The Flight of the Eisenstein* and a series of audio dramas featuring Nathaniel Garro. For Warhammer 40,000, he is best known for his Blood Angels series, including the audio drama *Heart of Rage*, and his Sisters of Battle novels. His short fiction has appeared in *War Without End*, *Age of Darkness* and *Tales of Heresy*.

Nick Kyme is the author of the Horus Heresy novels *Deathfire* and *Vulkan Lives*, the novellas *Promethean Sun* and *Scorched Earth*, and the Aeonid Thiel audio dramas *Censure* and *Red-Marked*. His novella 'Feat of Iron' was a *New York Times* bestseller in *The Primarchs*. Nick is well known for his popular Salamanders novels, including *Rebirth*, the Space Marine Battles novel *Damnos*, and numerous short stories. He has also written fiction set in the many realms of Warhammer. He lives and works in Nottingham, and has a pet rabbit.

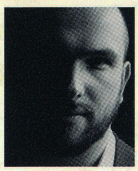


Neil Roberts is the artist responsible for many of the covers in the *New York Times* bestselling Horus Heresy series, as well as internal artwork for several collector's edition hardbacks and the graphic novel *Macragge's Honour*. He has also produced covers for many other Black Library titles, including the Path of the Eldar and Path of the Dark Eldar series. He lives and works in Lincolnshire.

John French has written many Horus Heresy stories, including the novellas *Tallarn: Executioner* and *The Crimson Fist*, the novel *Tallarn: Ironclad*, and the audio dramas *Templar* and *Warmaster*. He has also written a great deal of Warhammer 40,000 fiction, including the novels A*hriman: Exile*, *Ahriman: Sorcerer* and *Ahriman: Unchanged*, plus a number of related short stories collected in *Ahriman: Exodus*. He lives and works in Nottingham, UK.

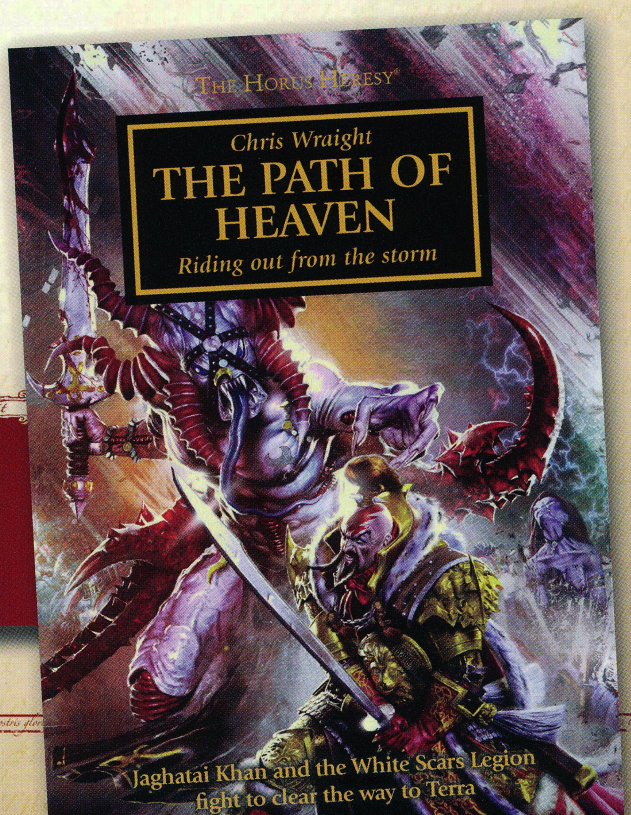
Chris Wraight is the author of the Horus Heresy novel *Scars*, the novellas *Brotherhood of the Storm* and *Wolf King*, and the audio drama *The Sigillite*. For Warhammer 40,000 he has written the Space Wolves novels *Blood of Asaheim* and *Stormcaller*, and the short story collection *Wolves of Fenris*, as well as the Space Marine Battles novels *Wrath of Iron* and *Battle of the Fang*. Additionally, he has many Warhammer novels to his name, including *The Gates of Azyr*. Chris lives and works near Bristol, in south-west England.

Guy Haley is the author of the Horus Heresy novel *Pharos*, Space Marine Battles novel *Death of Integrity*, the Warhammer 40,000 novels *Valedor* and *Baneblade*, and many novellas. His enthusiasm for all things greenskin has also led him to pen the eponymous Warhammer novel *Skarsnik*, as well as the End Times novel *The Rise of the Horned Rat*. He has also written stories set in the Age of Sigmar, included in *Warstorm*, *Ghal Maraz* and *Call of Archaon*. He lives in Yorkshire with his wife and son.



Laurie Goulding was born in London, grew up in Burton-upon-Trent, and then experienced a slight regression in Winchester before finally settling in Nottingham, where he now works as the Horus Heresy series editor for Black Library. He has worked on countless projects over the years, most notably *Mark of Calth*, *The Imperial Truth* and *Visions of Heresy*, as well as the recent Games Workshop boxed game *Horus Heresy: Betrayal at Calth*.

Turn to page 33 for an exclusive extract from *The Path of Heaven* by Chris Wraight...



THE HORUS HERESY®
WEEKENDER

THE THRONE ROOM
SEMINARS

All of the weekend's seminars will be held here, as well as the evening entertainment on Saturday. These seminars will cover everything to do with the fantastic models and books from Forge World and the bestselling Black Library novel range, including how the artists bring the Horus Heresy to life. There is also the chance to see and hear about what may be coming up in the near future. You can find a full list of seminars on the event schedule in this programme.

DEMO PODS
HOBBY DEMONSTRATIONS

Members of the Forge World Studio will be demonstrating various hobby skills, including a variety of painting and modelling techniques. These demonstrations feature painting Loyalist and Traitor armies, airbrushing, painting scenery and vehicle modelling. See the event schedule in this programme for start times.

BLOOD GAMES
GAMING

This room will be open all weekend so you can play games based on the Forge World series of Horus Heresy books. If you've brought your own miniatures along with you, you'll find plenty of scenic tables ready to wage war upon.

THE WARMASON'S CHAMBERS
FORGE WORLD STUDIO & GOLDEN DEMON PAINTING COMPETITION

You'll be able to meet some of Forge World's model designers face-to-face as well as browse an awe-inspiring array of new and upcoming Horus Heresy models. There will also be the opportunity to check out the latest Forge World display board set during the Horus Heresy.

The Warmason's Chambers will also be where models entered for the Horus Heresy Golden Demon painting competition will be on display.

THE HORUS HERESY®
WEEKENDER

THE PRECEPTORY
ART ROOM

This room plays host to a gallery of inspirational Horus Heresy artwork, as well as demonstrations from the Forge World Studio artists: Mharaid Morrison, Dominik Oedinger and Rachel Pierce, as well as Neil Roberts, the artist responsible for the incredible cover art of the Black Library Horus Heresy series.

THE SCRIBE STATION
AUTHOR SIGNING AREA

Just behind this room will be an area where you can meet and chat with many of the authors of the Black Library Horus Heresy series, giving you a great opportunity to get your books signed too.

SALES AREA

This year we have three different sales areas, one for Forge World models, books and merchandise, one for Black Library's range of books and audio dramas, and an Art Gallery area where you can buy posters as well as card and canvas prints of both Forge World and Black Library artwork.

Veritas vos liberabit

FOOD
Refreshments will be available throughout the event from the restaurant and bar areas. There will be a buffet available during the set lunch and dinner breaks from the restaurant. Lunch is £7 and dinner is £10 (see the schedule in this programme for exact times). There are also snacks and light bites available from the bar.

SATURDAY EVENING ENTERTAINMENT
The Gaming Room will be open late into Saturday evening, or why not pit your wits against your fellow Horus Heresy enthusiasts in the Doom of Heroes challenge!

THE HORUS HERESY®
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Saturday

	THE THRONE ROOM	THE SCRIBE STATION	BLOOD GAMES	DEMO PODS	THE PRECEPTORY
	SEMINARS	SIGNING	GAMING	HOBBY DEMONSTRATIONS	ART ROOM
10.15 - 10.30	**EVENT INTRODUCTION** Opening ceremony and overview of the weekend held in the Throne Room (Seminar Room)				
10.30 - 11.30	THE WAR ON CALTH Depicting this apocalyptic conflict from the 'Betrayal at Calth' boxed game to Black Library fiction, to Forge World's models and *The Horus Heresy Book Five - Tempest.* Tony Cottrell – Laurie Goulding, Alan Bligh and Mark Bedford	John French Guy Haley	Open Gaming	AIRBRUSHING with Phil Stutcinskas	Neil Roberts
11.45 - 12.45	IMPERIUM SECUNDUS A seminar focusing on Roboute Guilliman's doomed plan for an Imperium reborn, with perspectives by Black Library's authors. Laurie Goulding – Nick Kyme, John French and Guy Haley	James Swallow	Open Gaming	PAINTING ARMIES with Mark Bedford	Dominik Oedinger
12.45 - 13.45	**LUNCH**				
13.45 - 14.45	RETRIBUTION A seminar focused on Forge World's latest Horus Heresy book, *The Horus Heresy Book Six - Retribution.* Tony Cottrell – Alan Bligh, Blake Spence and Andy Hoare	Nick Kyme James Swallow	Open Gaming	BUILDING DIORAMAS with Stuart Williamson	Neil Roberts
15.00 - 16.00	THE SOLAR WAR The battle for the Solar system begins; a preview of the war's next stage with the Horus Heresy writers. Laurie Goulding – John French, James Swallow and Alan Bligh		Open Gaming	PAINTING VEHICLES with Phil Stutcinskas	Mharaid Morrison
16.15 - 17.00	FORGE WORLD NEW MODELS A seminar previewing new and forthcoming Forge World Horus Heresy models. Tony Cottrell, Alan Bligh, Mark Bedford and Rob Macfarlane	Nick Kyme John French	Open Gaming	PAINTING CHARACTERS with Dimitrios Tampakoudis	Dominik Oedinger
17.30 - 18.30	MEET THE CREATORS An open session allowing you to mingle with the creatives behind the Horus Heresy series. Tony Cottrell, Laurie Goulding, Authors & Artists		Open Gaming	PAINTING AND MODELLING CLINIC	
18.30 - 20.00	**DINNER**				
20.00 - 21.00	DOOM OF HEROES An all-new Horus Heresy challenge		Open Gaming		
21.00 - Close			Open Gaming		

THE HORUS HERESY®
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Sunday

	THE THRONE ROOM	THE SCRIBE STATION	BLOOD GAMES	DEMO PODS	THE PRECEPTORY
	SEMINARS	SIGNING	GAMING	HOBBY DEMONSTRATIONS	ART ROOM
10.00 - 11.00	GOD MACHINES OF THE TITANICUS A seminar focusing on the Warlord Titan, from designing the model and the game rules, to painting it for the tabletop. Tony Cottrell – Alan Bligh, Daren Parrwood and Mark Bedford	Chris Wraight James Swallow	Open Gaming	PAINTING SCENERY with Blake Spence	Neil Roberts
11.15 - 12.15	ART OF THE HERESY From novel covers to the internal graphical illustration of Forge World's mighty tomes, and all the concept work along the way – learn about how the Horus Heresy is embodied in art. Laurie Goulding – Neil Roberts, Mark Bedford, Dominik Oedinger and Rachel Pierce	James Swallow Chris Wraight Guy Haley	Open Gaming	AIRBRUSHING with Phil Stutcinskas	
12.30 - 13.30	KNIGHTS ERRANT AND THE SILENT WAR A seminar focusing on Black Library's depiction of Garro, and the covert war fought against the Traitors. Laurie Goulding, James Swallow and Chris Wraight		Open Gaming	PAINTING ARMIES with Mark Bedford	
13.30 - 14.30	LUNCH				
14.30 - 15.15	INFERNO A seminar previewing Forge World's next Horus Heresy book, *The Horus Heresy Book Seven - Inferno*, for the first time. Tony Cottrell, Alan Bligh, Mark Bedford, Chris Wraight and Laurie Goulding				
15.30	CLOSING CEREMONY				

Ipsa scientia potestas est

SALES AREA OPENING TIMES

Saturday: 9 am to 6.30 pm

Sunday: 9 am to 4 pm

BLOOD GAMES

Open Gaming - The Gaming Room will be open over the weekend for you to play games exclusively based on Forge World's Horus Heresy series. Scenic tables will be provided for you to re-fight the battles of the Age of Darkness upon against friends old and new, using your own gloriously painted forces.

GOLDEN DEMON
THE HORUS HERESY®

Golden Demon is Games Workshop's world famous painting competition, where painters enter lovingly prepared models in the hope of winning one of the coveted Golden Demon statuettes. Ever since the competition's inception back in 1987, winning a Golden Demon has been Games Workshop's highest honour awarded to painters, and now you have the chance to win one yourself.

This year's Horus Heresy Weekender will host the 2016 Golden Demon Horus Heresy painting competition. It will certainly be a spectacle worth seeing, with the cabinets full of exceptional miniatures which are sure to inspire you.

If you're looking to enter, please read on and find out exactly how to do so.

SCHEDULE

SATURDAY
10:00am - Entry open for Golden Demon.
5:30pm - Entry closes for Golden Demon.

SUNDAY
10:00am - 12:00pm - 'First Cut' judging.
12:00pm - 1:30pm - Non-finalist miniatures collection.
12:30pm - 1:30pm - Final judging.
1:30pm - 2:30pm - All remaining miniatures collection.
3:30pm - Award Ceremony.

WHEN AND WHERE CAN I ENTER?

The Golden Demon competition opens at 10:00am on Saturday 6th February and is being held in the Warmason's Chambers. You can enter your miniatures throughout the day on Saturday, with entry registration closing at 5:30pm. Your miniatures will then be kept in the cabinets on display throughout the day and overnight ready for the judges to start their decision making process on Sunday.

HOW DO I BOOK IN MY ENTRY?

In order to enter your miniatures into Golden Demon, you'll need to fill out an entry form for each separate entry. These forms will be available from the Warmason's Chamber as soon as the event begins – this is so that we can keep track of every model we have been given and ensure each model goes back to its rightful owner at the end of the event. Please complete this form in block capitals and hand it to our staff. We will take every care over your miniatures; all of our staff are hobbyists too and know how to handle delicate miniatures.

Upon handing in your model and entry form, you will be given a miniature receipt for each entry, with your unique entry number clearly displayed. Hang on to this for the weekend - you will need it to claim back your models at the end of the event.

GOLDEN DEMON
THE HORUS HERESY®

HOW MANY MODELS CAN I ENTER?
Every attendee of the Horus Heresy Weekender may enter the Golden Demon competition. Each attendee can enter each category once.

STORAGE
Unfortunately, we cannot store any carrying cases or boxes at the Golden Demon competition. All entrants will need to take their cases away with them after they have entered.

CATEGORIES

CATEGORY 1 - SINGLE MINIATURE: Any single miniature, either on foot or on a bike. Models may be mounted either on a standard base no bigger than 50mm wide or (in the case of the Character Series), the display base provided with the model.*

CATEGORY 2 - SQUAD: Any collection of 3-10 miniatures on foot or 3-5 miniatures on bikes. Squad may be mounted on a singular display base of the appropriate size.**

CATEGORY 3 - VEHICLE: Any single vehicle. This category includes Dreadnoughts of all kinds, and Titans. Models may be mounted on a display base of the appropriate size.

CATEGORY 4 - DUEL: Two models fighting a duel, mounted on a base no larger than 50mm wide.

CATEGORY 5 - UNBOUND: For dioramas, battle scenes, larger scale miniatures and all other models not covered by the categories above.

OTHER COMPETITIONS HELD ON THE DAY

YOUNG BLOODS: Any single miniature, either on foot or a bike, painted by a hobbyist under the age of 16.

*This category does not include Dreadnoughts, but does include single miniatures from the Character Series.

**Squads do not need to adhere to the rules of the Horus Heresy game; in so much as they do not need to be "game legal". However, how well your entry fits into the background of the Horus Heresy will be taken into account when the judges are making their decisions.

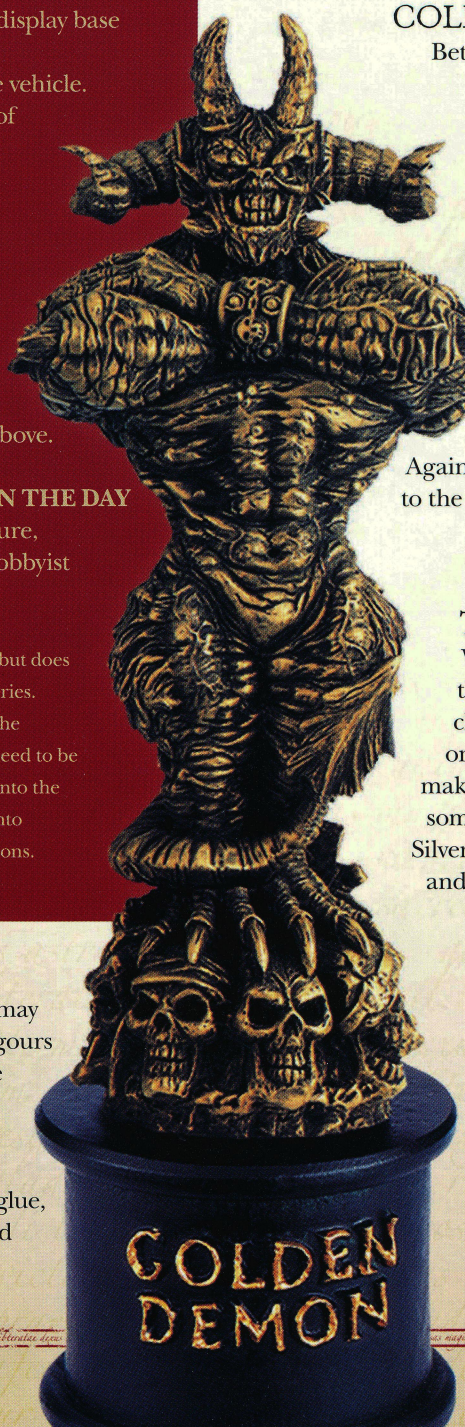
MAKING THE GRADE
The winners of the Golden Demon competition will be decided by a panel of expert judges. The judges will begin their decision making process on Sunday morning and will mark all the entries that have made the 'first cut' of judging with a small sticker on the entry slip accompanying the model. From these marked 'finalist' entries the first, second and third place winners will be chosen.

COLLECTING YOUR ENTRIES
Between 12:00pm-1:30pm on Sunday 7th February, all entries which have not been marked as being a finalist can be collected. Simply hand back your receipt to the Golden Demon staff, who will locate your miniature in the cabinet and return it to you.

By 1:30pm, the judges will have made their decisions regarding the winners, so all remaining miniatures, including those marked as finalists, can be collected. Again, simply hand your miniatures receipt to the staff and your model will be returned to you.

THE AWARD CEREMONY
We will be announcing the winners of the Golden Demon competition at the closing ceremony in the Throne Room on Sunday afternoon. If you've entered, makesure you're there to see if you've won something! We will be handing out Gold, Silver andBronze prizes to the first, second and third place entries, and also handing the coveted Slayer Sword to the entry the judges believe is the best in show overall.

RUNNING REPAIRS
It is a sad fact that some of your models may arrive at the event damaged from the rigours of transport. We will have a repairs table available at Golden Demon, situated in the same room, where you can repair your models. As a cautionary note, it's always a good idea to bring spare super glue, activator and anything else you may need to make running repairs with you.



Forge World®

Available Today

Lucius-Alpha Pattern Warlord Titan Head, including crew and shields

Warlord Titan Sunfury Plasma Annihilator

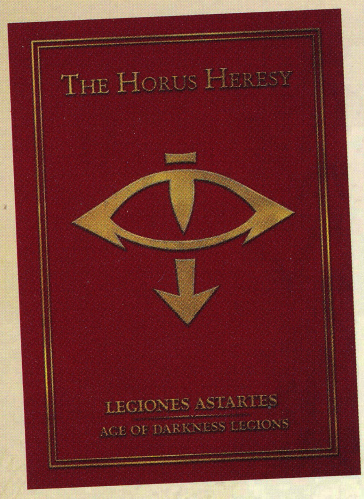
Warlord Titan Arioch Power Claw

A Legio Titanicus Mars Warlord Battle Titan may upgrade any Arioch Titan Power Claw it possesses to be fitted with an integral Vulcan Mega-bolter for +75 points each.

All products subject to stock availability

The Horus Heresy®

LEGIONES ASTARTES: AGE OF DARKNESS LEGIONS

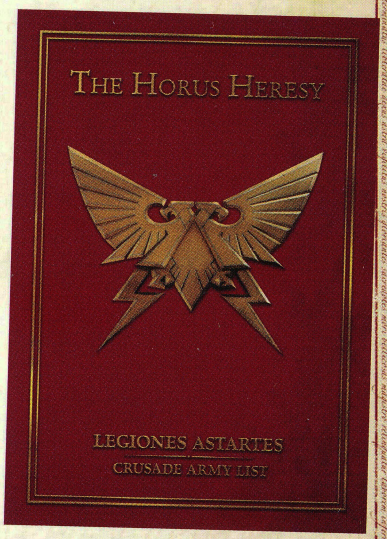


This book provides you with updated and revised rules to field units, characters and even the mighty Primarchs of the Legiones Astartes in your Space Marine Crusade army in games of Warhammer 40,000 set during the galaxy-wide civil war that was the Horus Heresy.

Compiled within are rules for the Primarchs of thirteen of the Legiones Astartes, allowing you to field these demigod-like warrior-leaders in your Space Marine Crusade army, whether it is a Loyalist or Traitor Legion, as well as numerous special characters who fought on the side of the Emperor or the arch-traitor Warmaster Horus, and special units and vehicles unique to individual Legions.

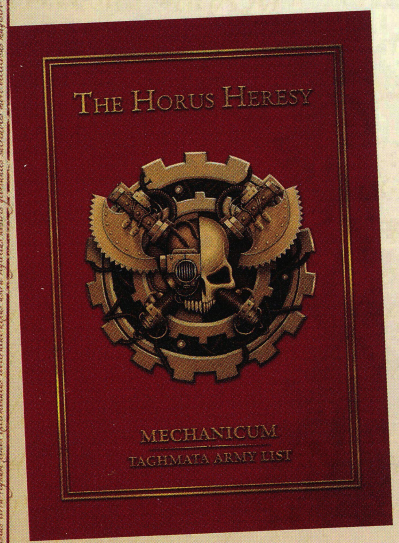
Also included are Legion-specific special rules that allow you to represent the special tactics and demeanour of each, as well as individual Rites of War that enable you to modify the organisation of your army in order to represent specialised forces such as an unstoppable World Eaters Berserker Assault or a sudden and lethal Raven Guard Decapitation Strike.

LEGIONES ASTARTES: CRUSADE ARMY LIST



The Horus Heresy *Legiones Astartes: Crusade Army List* is a 96 page hard back book containing the complete profiles, special rules and wargear, compiled and updated, for the core Legiones Astartes Legion Crusade Army list for Warhammer 40,000 and the Battles in the Age of Darkness gaming expansion. It allows Horus Heresy players to carry something lighter to their games than the weighty tomes of our main volumes, and is also intended to be used both as a resource for consulting and collecting your armies and as a handy reference during play.

MECHANICUM: TAGHMATA ARMY LIST



This book provides you with updated, integrated and revised rules to field the armies of the Mechanicum – whether Loyalist or Traitor – in games of Warhammer 40,000 set during the nightmarish wars of the Horus Heresy.

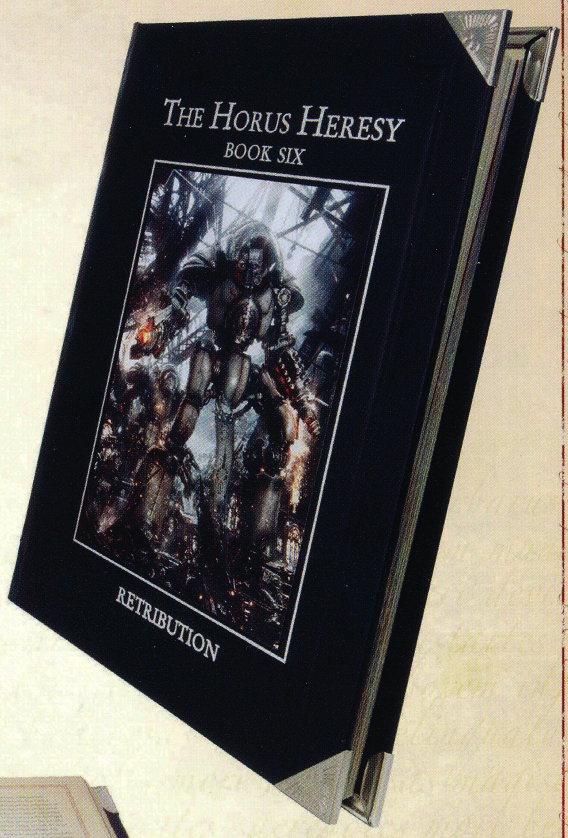
It brings together in one book the various Mechanicum forces found in the first five volumes of Forge World's Horus Heresy series and is an invaluable gaming resource for the Mechanicum player, as well as including new units such as the devastatingly powerful Mechanicum Ordinatus Ulator and Sagittar.

Contained within are rules for fielding a Taghmata Omnissiah army, as well as two variants of this core list: the Legio Cybernetica Battle Cohort and the Ordo Reductor War Covenant, as well as individual profiles and rules for the war machines and warriors of the Mechanicum and the arcane and powerful magos who lead them. Also included are updated rules for the Age of Darkness expansion for Warhammer 40,000 and the core Age of Darkness missions.

All products subject to stock availability

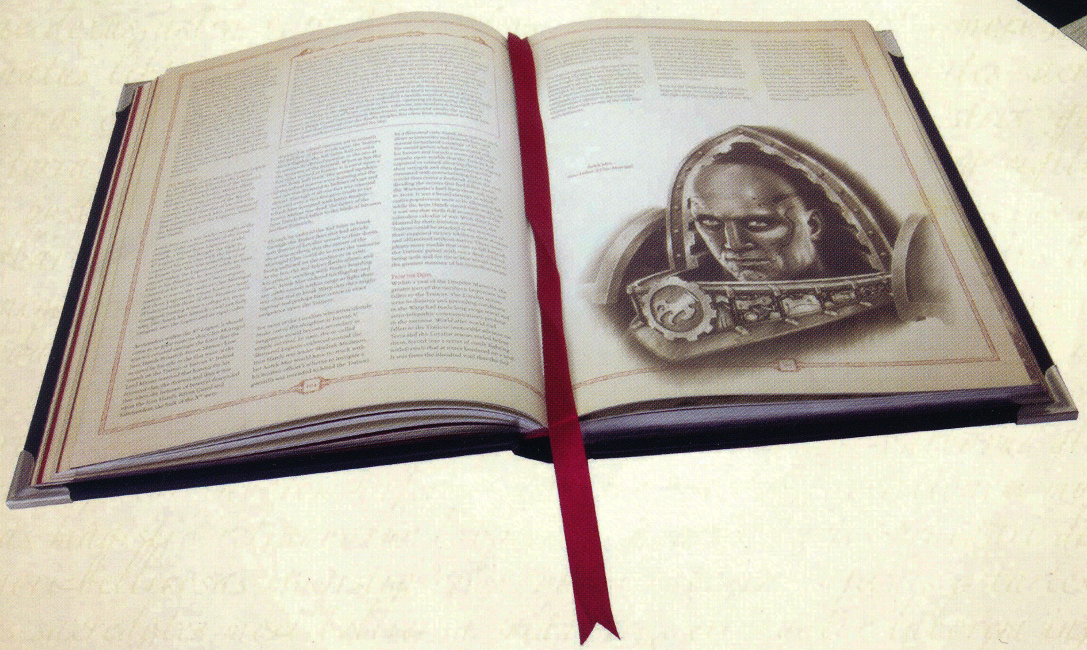
The Horus Heresy®

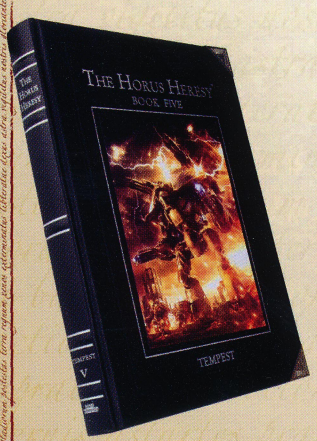
BOOK SIX - RETRIBUTION



The Horus Heresy Book Six – Retribution is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery. This book, lavishly illustrated in full colour, contains extensive background information on the bitter shadow wars fought throughout the Age of Darkness. This book also contains rules for fielding the vengeful Shattered Legions, as well as the embittered Blackshields and the mysterious Knights-Errant. It also presents special rules for the Blood Angels, Dark Angels and White Scars Legions and new Rites of War for use by any Legiones Astartes force. Included is an extensive campaign system allowing players to recreate the savage wars of retribution fought the length and breadth of the sundered Imperium throughout the dark years of the Age of Darkness.

The Horus Heresy Book Six – Retribution is a complete expansion for the Warhammer 40,000 game – it requires the *Warhammer 40,000* rulebook, the *Legiones Astartes Crusade Army List* and the *Mechanicum Taghmata Army List* books to use its contents.





BOOK FIVE - TEMPEST

The Horus Heresy Book Five – Tempest is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery. This book, lavishly illustrated in full colour, contains extensive background information on the Battle of Calth, the Ultramarines Legion and other forces involved in this cataclysmic and deadly betrayal. This book also includes a campaign system and new and updated rules for the Ultramarines, the Word Bearers and Imperial Titans, as well as a new Imperialis Militia & Cults army list, and new units for the Legiones Astartes Crusade Army list and the forces of the Mechanicum.

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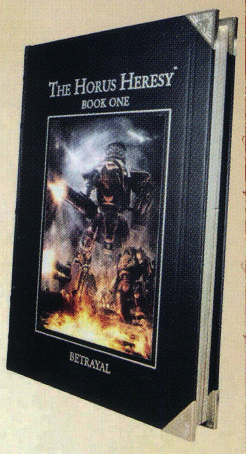
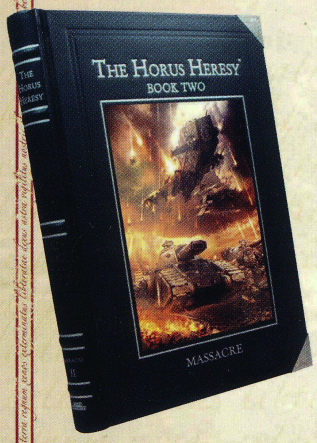
BOOK ONE - BETRAYAL



The Horus Heresy Book One – Betrayal is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy. This book, lavishly illustrated in full colour, contains extensive background information on the dark deeds of the Battle of Isstvan III and the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard. Also featured is an extensive campaign system that allows you to play out the conflict on Isstvan III in your own exciting tabletop battles.

This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

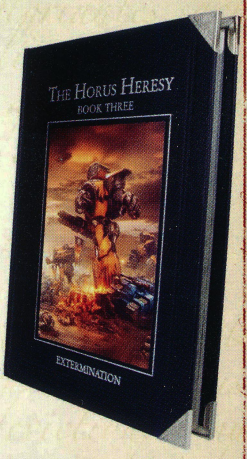


BOOK TWO - MASSACRE

The Horus Heresy Book Two – Massacre is a supplement for Warhammer 40,000. The book is lavishly illustrated in full colour and contains extensive background information on the dark deeds leading up to the Isstvan V Dropsite Massacre. Also detailed are the histories of four of the Legions who took part: the Iron Hands, Salamanders, Night Lords and Word Bearers, and an extensive campaign system that allows you to play out the conflict on Isstvan V in your own exciting tabletop battles.

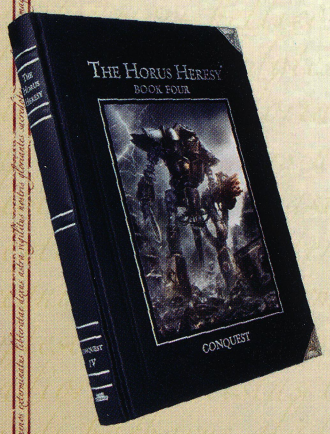
This book also contains additional entries for the Space Marine Legion Crusade Army list presented in *The Horus Heresy Book One – Betrayal*, as well as game rules for the Primarchs of the four newly described Legions, super-heavy vehicles and special characters featured in the story.

BOOK THREE - EXTERMINATION



The Horus Heresy Book Three – Extermination is a supplement for Warhammer 40,000. Detailed within are the histories of four Space Marine Legions: the Raven Guard, Iron Warriors, Alpha Legion and Imperial Fists. It completes the story of the Dropsite Massacre and also features an extensive campaign system that allows you to play out a number of the conflicts described in your own exciting tabletop battles.

This book presents a complete army list for the Mechanicum, the Taghmata Omnissiah, including rules for a range of their fearsome new Battle-automata and mighty and arcane war machines. It also includes additional entries for the Primarchs of the four newly described Legions as well as super-heavy vehicles and special characters featured in the book's stories.



BOOK FOUR - CONQUEST

The Horus Heresy Book Four – Conquest is a supplement for Warhammer 40,000 dealing with the Warmaster's invasion of the northern Imperium having revealed his treachery at the Isstvan System. Detailed within are the histories of four Knight Houses, the elite Solar Auxilia of the Imperial Army and an extensive campaign system that allows you to play out the all-consuming war in your own exciting tabletop battles.

This book also contains two entirely new army lists – the Questoris Knights Crusade Army and the Solar Auxilia Crusade Army, including unique special characters central to the story of the fall of the Coronid Deeps.

The Horus Heresy series of supplements are complete expansions for the Warhammer 40,000 game – they require the *Warhammer 40,000* rulebook and the *Legiones Astartes – Crusade Army List book* to use their contents.

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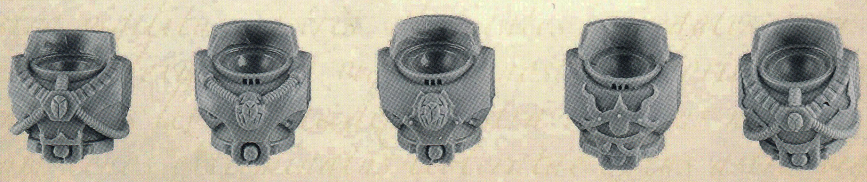
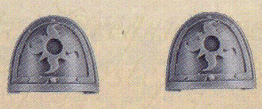


Thousand Sons Mk IV Torso

Thousand Sons Mk II Shoulder Pads



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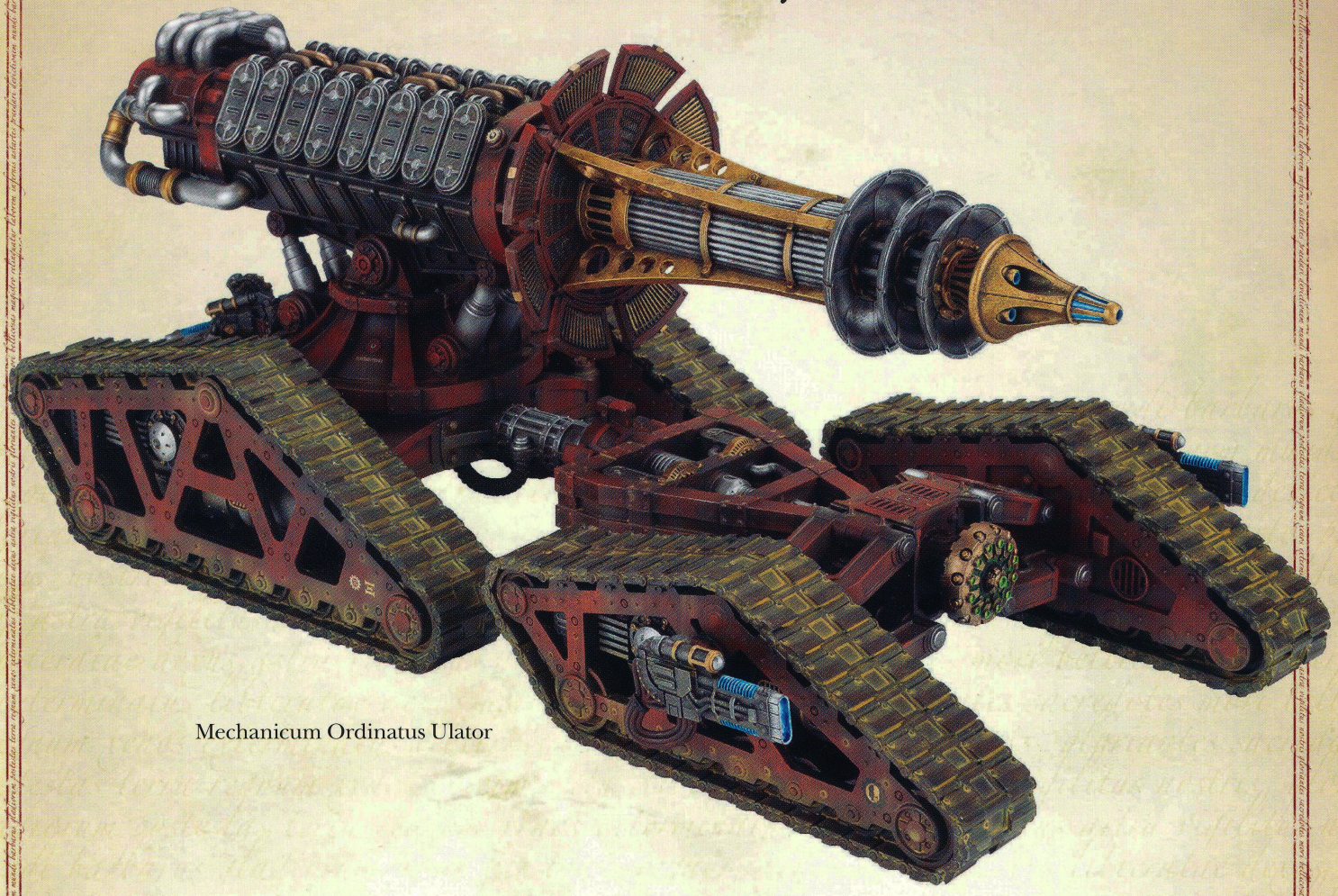
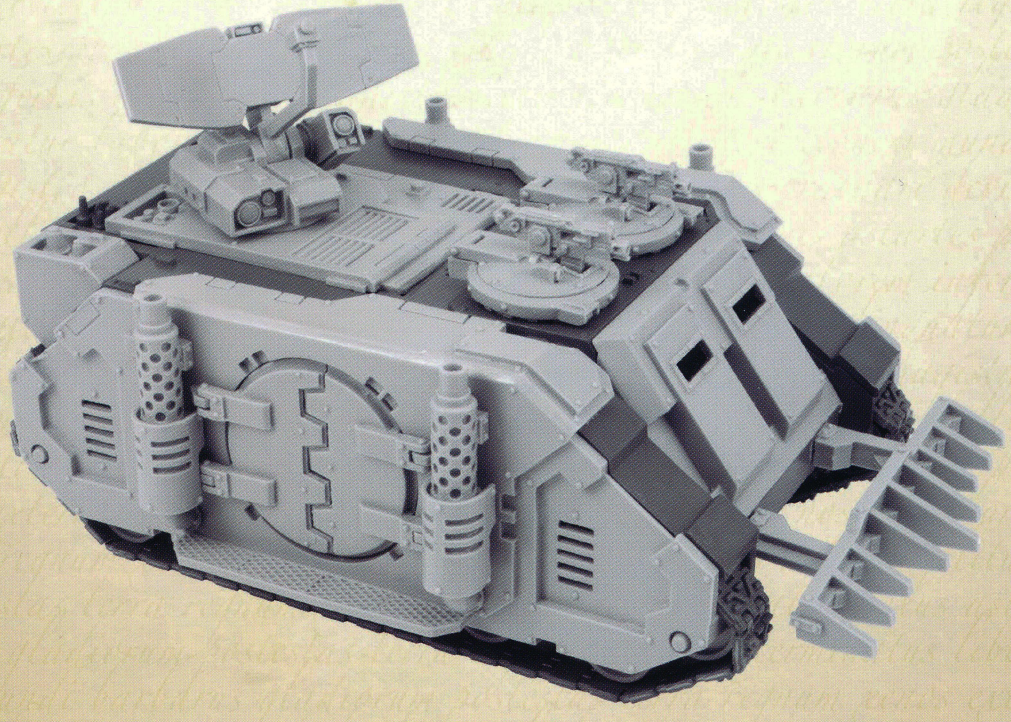


Mechanicum Ordinatus Ulator



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Ipsa scientia potestas est

Available this weekend in the Art Gallery area are the latest Forge World Event Only Art Prints. Drawing from the fantastic artwork from Forge World's Horus Heresy books series, they depict some of the greatest warriors who fought during the Age of Darkness.

At the Weekender, we will have a range of new 457 mm x 457 mm character portrait canvas art prints showcasing characters from the Horus Heresy. Each canvas print is displayed stretched over a lightweight wooden frame.

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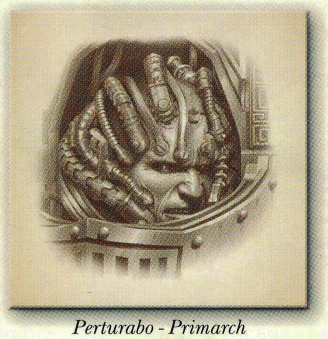
Nârik Dreygur of the Iron Warriors

Remus Ventanus of the Ultramarines Legion

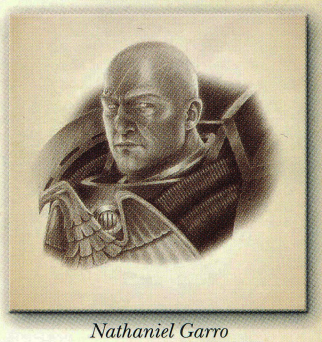
Fulgrim - Primarch of the Emperor's Children Legion

Mortarion - Primarch of the Death Guard Legion

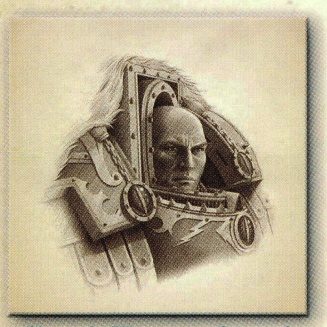


Perturabo - Primarch of the Iron Warriors Legion

Alpharius - Primarch of the Alpha Legion



Nathaniel Garro Hand of the Sigillite



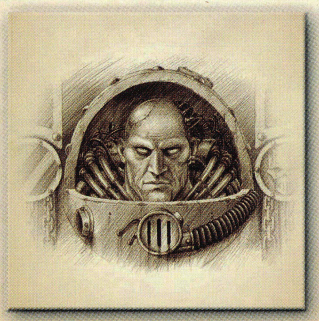
Horus the Warmaster - Primarch of the Sons of Horus Legion

Armillus Dynat of the Alpha Legion

Archmagos Anacharis Scoria, the Apostate Magister

Roboute Guilliman - Primarch of the Ultramarines Legion

Corvus Corax - Primarch of the Raven Guard Legion



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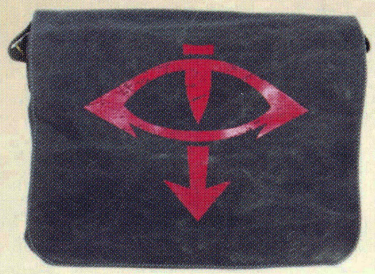


Eye of Horus Messenger Bag

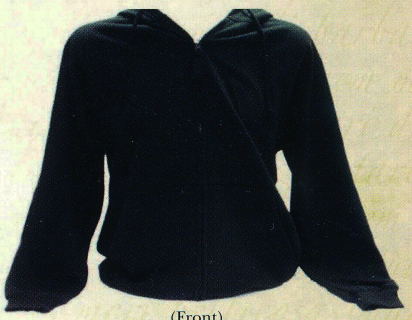
Iron Warriors Messenger Bag

(Back)

Death Guard Hoodie

(Back)

Eye of Horus Hoodie



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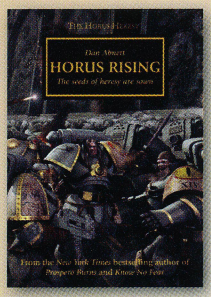

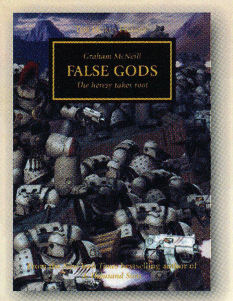

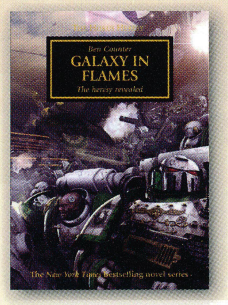

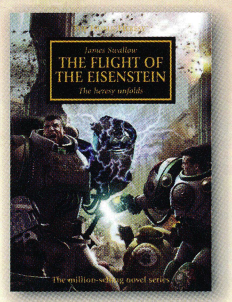

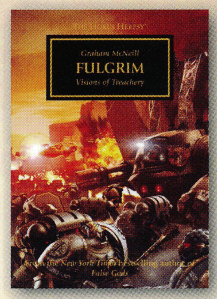

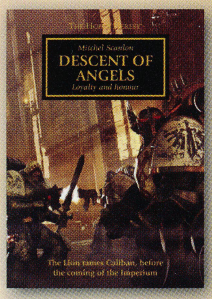

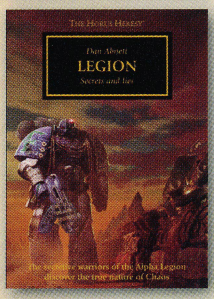

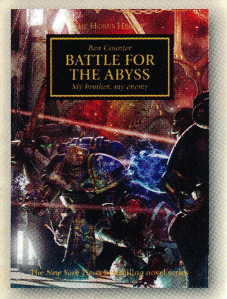

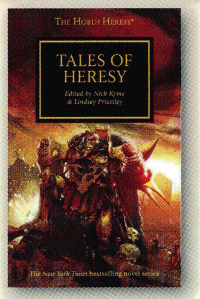

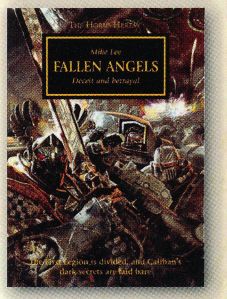

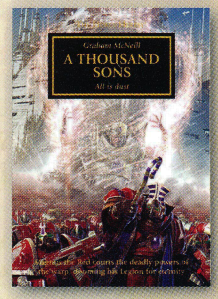

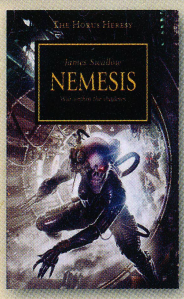

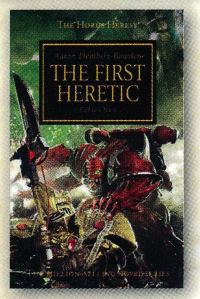

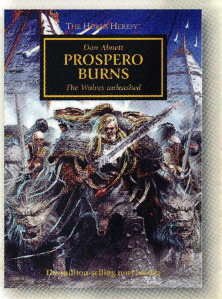

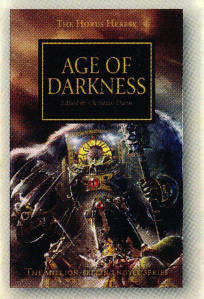

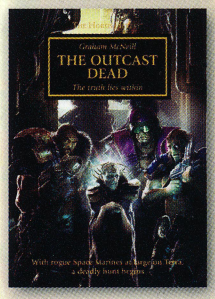

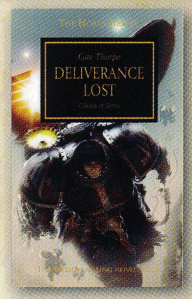

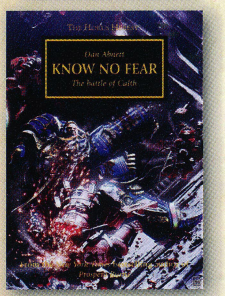

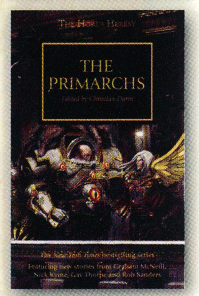

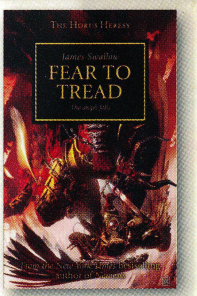

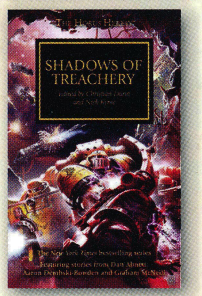

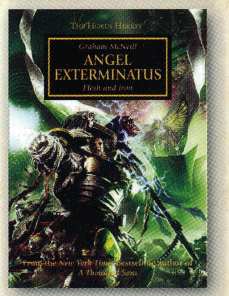

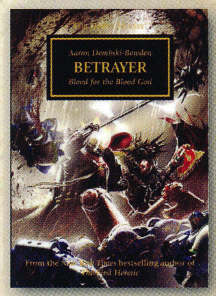

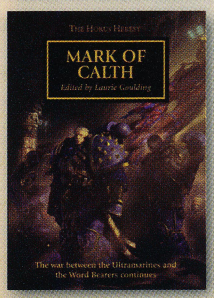

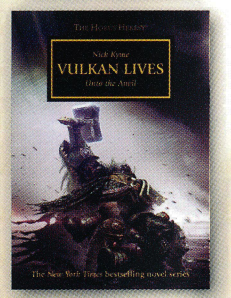

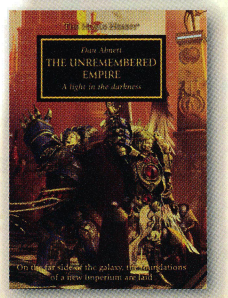

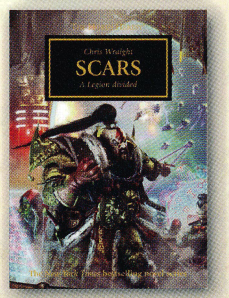

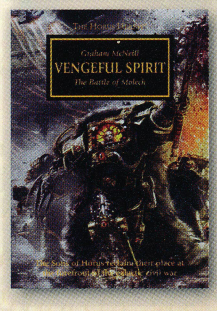

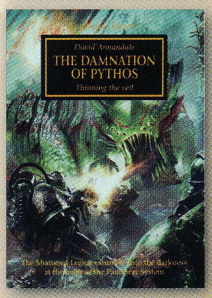

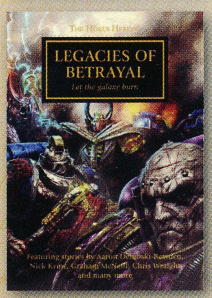

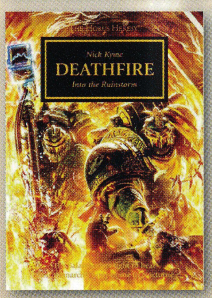

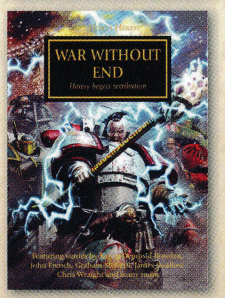

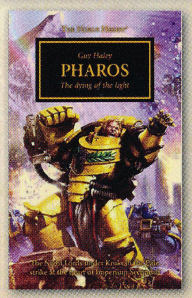

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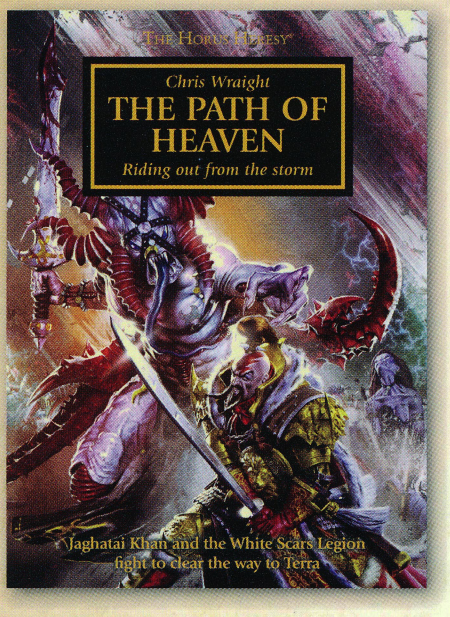


Extract from *The Path of Heaven* by Chris Wraight, available soon

ILYA RAVALLION SUNK down to her haunches, shaking. She pressed her back against the wall behind her and wrung her hands together. Herevail was cold. She should have brought an environment suit, not just her old fatigues. But then, it had become important to her to wear the old colours. Once it hadn't mattered, but now it did – all the colours, all the symbols, all of vital importance.

She didn't fill out the old uniform well any more. She had shrunk, and the material had not shrunk with her. Age was cruel, taking away the very faculties that had made her useful. She wondered if the Legion noticed her diminishment. If so, they never mentioned it, though perhaps, she thought, they had become even more solicitous.

She closed her eyes and tried to stop shivering. From far away, crumps of artillery broke out, marking the steadily moving northern front. The III Legion troops on Herevail were some of the most debased yet encountered, but they could still fight. Even outnumbered, taken by surprise, they resisted with all that incredible tenacity every Space Marine possessed.

It was perhaps the most loathsome thing about them. She even found it loathsome in those who warded her. A warrior of the Legions was a killing machine, devoid of fear, devoid of self-pity. Place one in an impossible situation, one that would have crushed the soul of any non-Ascended, and he would just keep fighting, trying everything, using all the near-infinite resources at his disposal with every scrap of guile and invention he possessed. To end them, you had to physically cut their throats into ribbons. To end one of Fulgrim's grotesques, you often had to do more than that.

And they took pride in it. She had heard the brotherhoods telling themselves the same things, over and again.

We do not yield. We are the faithful. We are the oath-keepers.

They remained as indomitable as ever, though they smiled less. They were weary now. They were rehearsing the old rituals of happiness, perhaps in the hope it would stop being a sham in some unforeseen future, or perhaps because it was all they had left.

It took her a while to realise that she was not alone in the chamber. Even Yesugei, who could do many things, never seemed able to keep his armour from making a noise when he moved. And there was his smell, too – years of incense, stained into the ceramite. She didn't open her eyes. 'How goes it?' she asked.

She felt the Stormseer come close, stoop over her. She sensed his concern, and it irritated her. 'The city falls within an hour,' he said. 'Others being secured.'

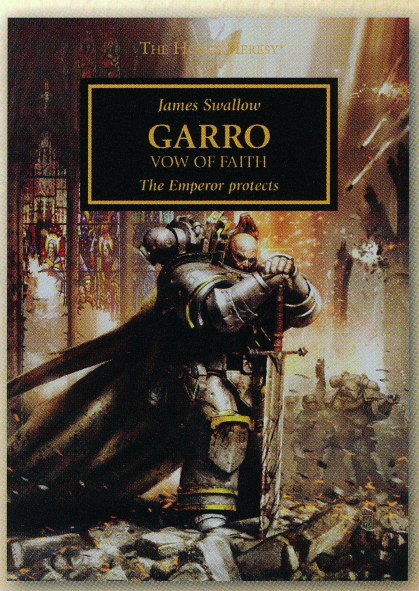
Sighing, Ilya looked up. The Stormseer Targutai Yesugei stood before her. He had taken off his helm, revealing his weather-lined face, which was full of concern. His armour was splattered with the stain of old blood, masking the many charms and trinkets that hung from the ringed plate. But that was too cruel – they were much more than trinkets, and Ilya had seen just what he could do with them.

'Szu, do you require medicae attention?' he asked.

Ilya smiled wanly. 'What would they do for me?' she asked. The time when she had crept around the *Swordstorm* in a state of petrified awe was long gone – the White Scars were like family to her now, a boisterous clan of younger brothers, no matter how lethal they could be when the mood came upon them. 'You have no cure for age, I think.'

As she said the words, the unwelcome realisation hit her again, one that had occurred to her with uncomfortable regularity over the last few months.

I will not see the end to this war. And, even if I did, what would be the use of it? I was trained to serve in another Imperium, and that has gone forever.



Other Horus Heresy products also available this weekend…

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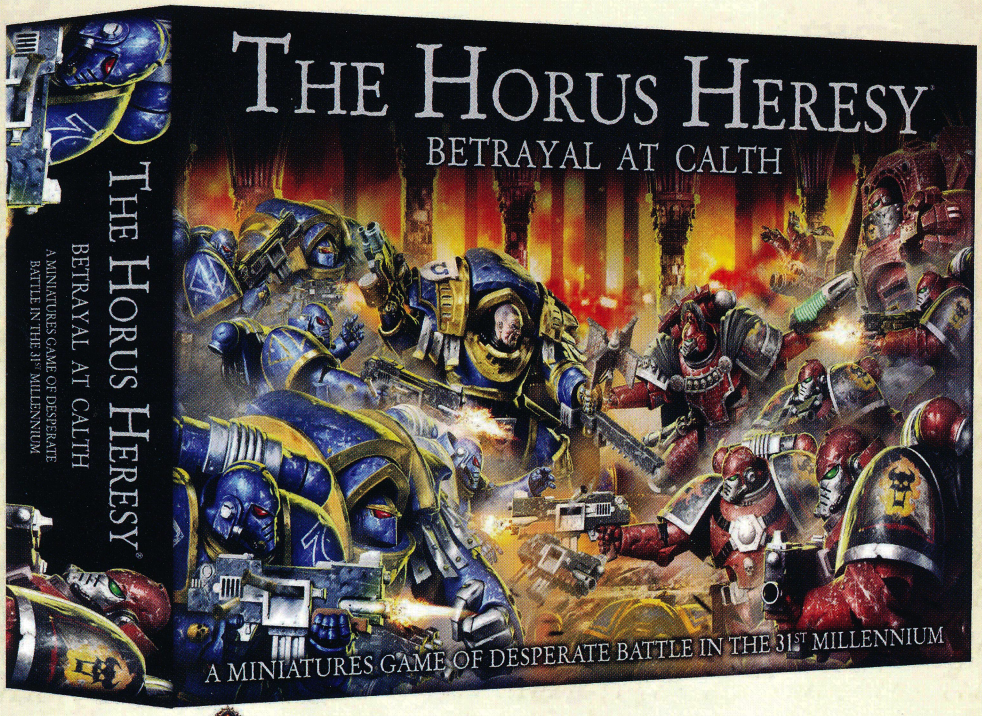
The Horus Heresy: Betrayal At Calth is a fantastic standalone boxed game of claustrophobic tunnel combat, set during the Word Bearers' invasion of the Ultramarine world of Calth. Emphasising fast-paced squad-based combat during six exciting missions, it allows players to choose their side and command a force of beautifully detailed Citadel miniatures in a brutal war for survival, during one of the iconic battles of the Horus Heresy.



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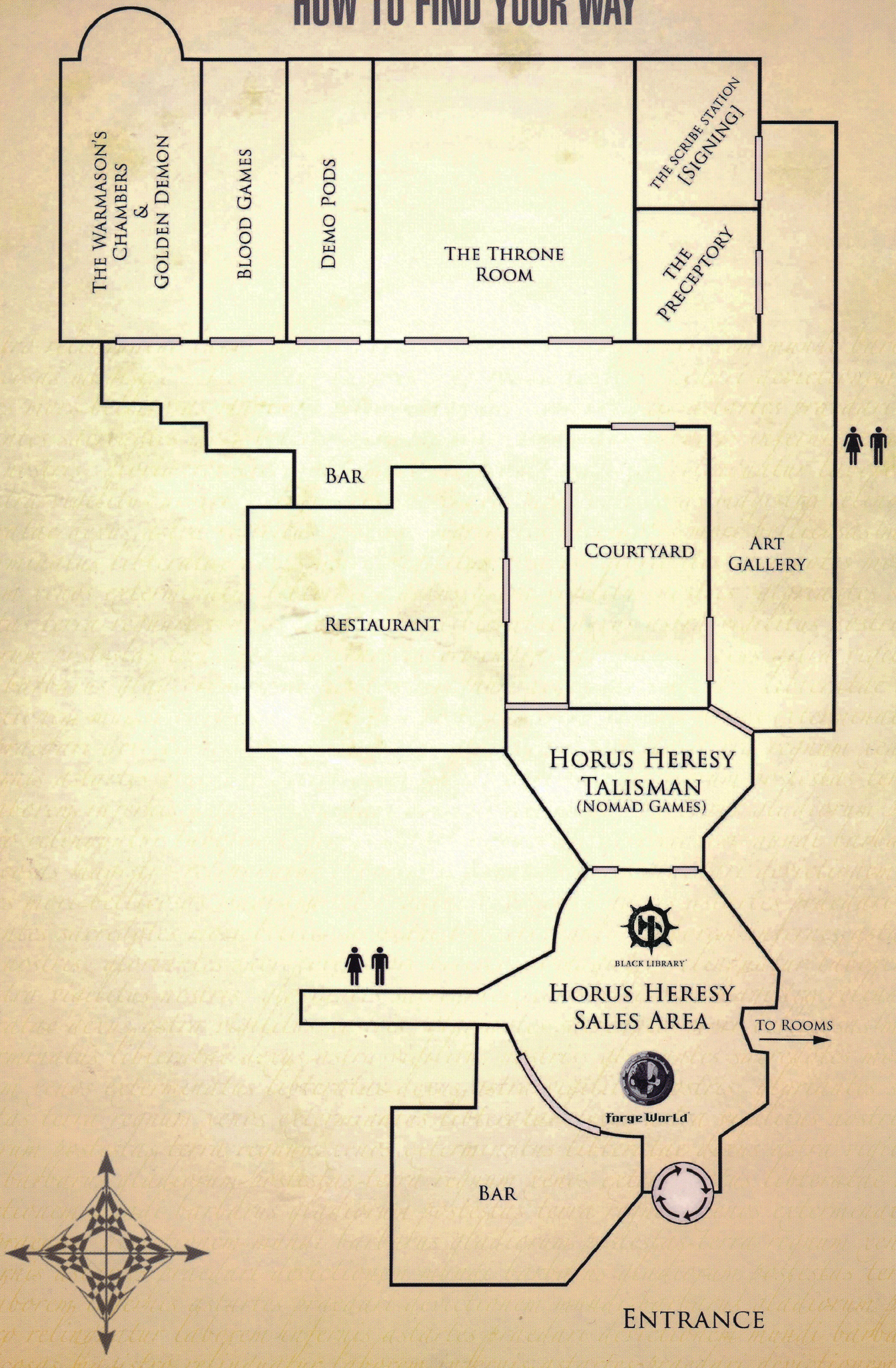
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